

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

a housing;

a refractive light display connected to said housing, said refractive light display including ~~at least one a~~ a refractive surface;

at least one light source connected to said housing for directing light into the refractive light display; and

a processor for controlling the light source to selectively direct light into the refractive light display to illuminate the refractive ~~surfaces~~ surface in the refractive light display in coordination with a game function.

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Claim 2 (original): The gaming device of Claim 1, wherein said refractive light display includes a plurality of refractive surfaces which form a symbol, image, pattern or design.

Claim 3 (original): The gaming device of Claim 1, wherein the refractive light display includes a transparent edge-lit material.

Claim 4 (original): The gaming device of Claim 1, wherein the refractive light display includes a translucent edge-lit material.

Claim 5 (original): The gaming device of Claim 1, which includes a symbol display connected to the housing adjacent to the refractive light display, said symbol display including at least one symbol.

Claim 6 (original): The gaming device of Claim 5, wherein the symbol display includes a plurality of symbols.

Claim 7 (original): The gaming device of Claim 5, wherein the symbol display is a video display device.

AI Claim 8 (original): The gaming device of Claim 5, wherein the symbol display is a mechanical display device.

Claim 9 (original): The gaming device of Claim 5, wherein the symbol display is an award wheel controlled by the processor having a plurality of sections each including at least one symbol.

Claim 10 (original): The gaming device of Claim 9, wherein at least one of the sections includes a plurality of symbols.

Claim 11 (original): The gaming device of Claim 5, wherein the symbol display includes at least one player selectable selection associated with at least one symbol of the symbol display.

Claim 12 (original): The gaming device of Claim 1, which includes a plurality of light sources mounted to the housing adjacent to the refractive light display and controlled by the processor.

Claim 13 (original): The gaming device of Claim 12, wherein the plurality of light sources include a plurality of lights.

AX(Claim 14 (original): The gaming device of Claim 1, wherein the light source includes a plurality of lights.

Claim 15 (original): The gaming device of Claim 14, wherein the plurality of lights are the same color.

Claim 16 (original): The gaming device of Claim 14, wherein the plurality of lights are different colors.

Claim 17 (currently amended): The gaming device of Claim 1, wherein the refractive light display includes at least one section of edge-lit material having ~~at least one~~ a refractive surface.

Claim 18 (original): The gaming device of Claim 17, wherein the section of edge-lit material includes a reflective material to prevent light from exiting at least one edge of said edge-lit material.

Claim 19 (original): The gaming device of Claim 18, wherein the reflective material is a reflective coating on said edge.

Claim 20 (original): The gaming device of Claim 18, wherein the reflective material is a material selected from the group consisting of: metallic paints, metal tapes, and metallic coatings.

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Claim 21 (original): The gaming device of Claim 1, wherein the refractive light display is made from an acrylic edge-lit material.

Claim 22 (original): The gaming device of Claim 1, wherein the refractive light display is made from an edge-lit material selected from the group consisting of: plastic and glass.

Claim 23 (original): The gaming device of Claim 1, wherein the refractive light display includes a plurality of layers of edge-lit material.

Claim 24 (currently amended): The gaming device of Claim 23, wherein each layer of edge-lit material includes ~~at least one~~ a refractive surface.

Claim 25 (original): The gaming device of Claim 24, which includes a plurality of light sources connected to the housing, wherein each light source is positioned to direct light into one of said layers of edge-lit material.

Al Claim 26 (original): The gaming device of Claim 1, wherein the game function includes a game mode.

Claim 27 (original): The gaming device of Claim 26, wherein the game mode is a mode selected from the group consisting of: an attract mode, an idle mode, a normal mode, a game mode, a bonus game mode, a game start mode, a jackpot mode, a cash out mode, and a player tracking mode.

Claim ²⁹~~28~~ (currently amended): A gaming device comprising:

a housing;

a refractive light display connected to said housing, said refractive light display including ~~at least one~~ a refractive surface;

a symbol display connected to said housing and positioned adjacent to the refractive light display, said symbol display having at least one symbol;

at least one light source connected to said housing for directing light into the refractive light display; and

A1 a processor for controlling the light source to selectively direct light into the refractive light display to illuminate the refractive ~~surfaces~~ surface in the refractive light display and for indicating at least one symbol on the symbol display or at least one game mode.

Claim ³⁰~~29~~ (original): The gaming device of Claim ²⁹~~28~~, wherein the light source includes a plurality of lights.

Claim ³¹~~30~~ (original): The gaming device of Claim ³⁰~~29~~, wherein the plurality of lights are the same color.

Claim ³²~~31~~ (original): The gaming device of Claim ³⁰~~29~~, wherein the plurality of lights are different colors.

Claim ³³~~32~~ (original): The gaming device of Claim ²⁹~~28~~, wherein the symbol display includes a plurality of symbols.

Claim ³⁴~~33~~ (original): The gaming device of Claim ²⁹~~28~~, wherein said symbol display is an award wheel controlled by the processor, and which includes a plurality of award symbols.

Claim ³⁵~~34~~ (original): The gaming device of Claim ²⁹~~28~~, wherein said symbol display is at least one reel.

Claim ³⁶~~35~~ (currently amended): The gaming device of Claim ³⁵~~34~~, wherein said the refractive surface forms at least one payline associated with said reel.

Claim ³⁷~~36~~ (original): The gaming device of Claim ²⁹~~28~~, wherein said symbol display includes a plurality of player selectable selections.

Claim ³⁸~~37~~ (original): The gaming device of Claim ²⁹~~28~~, wherein said symbol display is a video display device.

Claim ³⁹~~38~~ (original): The gaming device of Claim ²⁹~~28~~, wherein the refractive light display includes a plurality of refractive surfaces which form a pattern, image or design.

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Claim ~~39~~⁴⁰ (original): The gaming device of Claim ~~28~~²⁹, wherein the refractive surface functions as a symbol indicator.

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Claim ~~40~~⁴² (currently amended): A gaming device comprising:
a housing;
an award display movably mounted to said housing, said award display including at least one award symbol;
a refractive light display mounted to said housing and adjacent to said award display, said refractive light display including ~~at least one a~~ refractive surface;
at least one light source connected to said housing for directing light into the refractive light display; and
a processor for controlling said award display and the light source to selectively direct light into the refractive light display to illuminate the refractive ~~surfaces~~ surface in the refractive light display and for indicating at least one symbol on the award display or at least one game mode.

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Claim ~~41~~⁴³ (original): The gaming device of Claim ~~40~~⁴², wherein the refractive surface functions as an award indicator selected from the group consisting of: a pointer, barrier, box, area, payline and indicator.

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Claim ~~42~~⁴⁴ (original): The gaming device of Claim ~~40~~⁴², wherein the light source includes a plurality of lights.

Claim ⁴⁵~~43~~ (original): The gaming device of Claim ⁴⁴~~42~~, wherein the lights are different colors.

Claim ⁴⁶~~44~~ (original): The gaming device of Claim ⁴²~~40~~, wherein the award display is an award wheel rotatably mounted to the housing and having a plurality of award symbols.

Claim ⁴⁸~~46~~ (currently amended): A gaming device comprising:
a housing;
an award display movably mounted to said housing, said award display including at least one award symbol;
a refractive light display movably mounted to said housing and adjacent to said award display, said refractive light display including ~~at least one a~~ refractive surface;
at least one light source connected to said housing for directing light into the refractive light display; and
a processor for controlling said award display and the light source to selectively direct light into the refractive light display to illuminate the refractive ~~surfaces~~ surface in the refractive light display and for indicating at least one symbol on the award display or at least one game mode.

Claim ⁴⁹~~46~~ (original): The gaming device of Claim ⁴⁸~~45~~, wherein said processor is adapted to cause the award display and said refractive light display to move in the same direction.

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Claim ~~47~~ (original): The gaming device of Claim ⁴⁸~~45~~, wherein said processor is adapted to cause the award display and said refractive light display to move in different directions.

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Claim ~~48~~ (original): The gaming device of Claim ⁴⁸~~45~~, wherein the light source includes a plurality of lights.

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Claim ~~49~~ (original): The gaming device of Claim ⁵¹~~48~~, wherein the lights are different colors.

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Claim ~~50~~ (currently amended): A gaming device comprising:
a housing;
a reel mounted to said housing, said reel having at least one symbol;
a refractive light display mounted to said housing adjacent to said reel, said refractive light display having ~~at least one~~ a refractive surface that functions as a pay indicator;
at least one light source connected to said housing for directing light into the refractive light display; and
a processor for controlling the light source to selectively direct light into the refractive light display to illuminate the refractive ~~surfaces~~ surface in the light display to indicate at least one symbol or at least one game mode.

Claim ⁵⁵~~51~~ (original): The gaming device of Claim ⁵⁴~~50~~, wherein the reel includes a plurality of symbols.

Claim ⁵⁶~~52~~ (original): The gaming device of Claim ⁵⁴~~50~~, wherein the award display includes a plurality of reels with a plurality of symbols.

Claim ⁵⁷~~53~~ (original): The gaming device of Claim ⁵⁴~~50~~, which includes a plurality of refractive surfaces that function as paylines.

A.1 Claim ⁵⁸~~54~~ (original): The gaming device of Claim ⁵⁴~~50~~, wherein the pay indicator is selected from the group consisting of: a payline, barrier, an arrow, an area and a box.

Claim ⁵⁹~~55~~ (original): The gaming device of Claim ⁵⁴~~50~~, wherein the pay indicator extends horizontally, vertically, diagonally or any combination thereof.

Claim ⁶¹~~56~~ (currently amended): A gaming device comprising:

a housing;

a refractive light display connected to said housing, said refractive light display including ~~at least one~~ a refractive surface;

at least one light source connected to said housing for directing light into the refractive light display;

a sub-processor for controlling the light source to selectively direct light into the refractive light display to illuminate the refractive ~~surfaces~~ surface in the light display; and

a processor for communicating with the sub-processor and for co-acting with the refractive light display to indicate a game function or a game mode.

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Claim ⁶³~~57~~ (currently amended): A gaming device comprising:

a housing;

a refractive light display connected to said housing, said refractive light display including ~~at least one~~ a refractive surface and at least one reflective layer;

at least one light source connected to said housing for directing light into the refractive light display; and

a processor for controlling the light source to selectively direct light into the refractive light display to illuminate the refractive ~~surfaces~~ surface in the refractive light display and to indicate a game function or a game mode, wherein the reflective layer prevents said light from exiting from at least one portion of the refractive light display.

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Claim ~~58~~ (original): The gaming device of Claim ⁶³~~57~~, wherein the reflective layer includes a reflective material.

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Claim ~~59~~ (original): The gaming device of Claim ⁶⁵~~58~~, wherein the reflective material is selected from the group consisting of: metallic paints, metal tapes, and metallic coatings.

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Claim ~~60~~ (original): The gaming device of Claim ⁶³~~57~~, wherein the refractive light display includes a plurality of refractive surfaces and reflective layers.

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A1 Claim ~~61~~ (currently amended): A gaming device comprising:
a housing;
a refractive light display mounted to said housing having a plurality of layers, each said layer including ~~at least one a~~ refractive surface;
a plurality of light sources connected to said housing for directing light into each of said layers; and
a processor for controlling the light sources to selectively direct light into the refractive light display to illuminate the refractive ~~surfaces~~ surface in the layers to coordinate with a game function, indicate at least one symbol or indicate a game mode.

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Claim ~~62~~ (currently amended): The gaming device of Claim ⁶⁸~~61~~, wherein the refractive light display includes a plurality of refractive surfaces and, wherein the refractive surfaces form a pattern, image or design.

Claim ~~63~~⁷¹ (original): A method for operating a gaming device, said method comprising the steps of:

- (a) activating a symbol display including a plurality of symbols in a game;
- (b) causing a light source to direct light into at least one edge of a refractive light display adjacent to said symbol display; and
- (c) refracting light from at least one refractive surface in the refractive light display to indicate at least one of the symbols of the symbol display.

Claim ~~64~~⁷² (original): The method of Claim ~~63~~⁷¹, wherein the symbol display is an award wheel having a plurality of award symbols.

Claim ~~65~~⁷³ (original): The method of Claim ~~63~~⁷¹, which further includes the step of moving the symbol display and the refractive light display simultaneously.

Claim ~~66~~⁷⁴ (original): The method of Claim ~~63~~⁷¹, which further includes the step of alternately moving the symbol display and the refractive light display.

Claim ~~67~~⁷⁵ (original): A method for operating a gaming device, said method comprising the steps of:

- (a) spinning one or more reels;
- (b) causing a light source to direct light into at least one edge of a refractive light display; and
- (c) refracting the light from at least one refractive surface in the refractive light display to illuminate a pay indicator for said reels.

Claim ~~68~~²⁸ (new): The gaming device of Claim 1, wherein the refractive light display includes a plurality of refractive surfaces, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces.

Claim ~~69~~⁴¹ (new): The gaming device of Claim ~~28~~²⁹, wherein the refractive light display includes a plurality of refractive surfaces, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces.

Claim ~~70~~⁴⁷ (new): The gaming device of Claim ~~40~~⁴², wherein the refractive light display includes a plurality of refractive surfaces, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces.

Claim ⁵³7~~1~~ (new): The gaming device of Claim ⁴⁸4~~5~~, wherein the refractive light display includes a plurality of refractive surfaces, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces.

Claim ⁶⁰7~~2~~ (new): The gaming device of Claim ⁵⁴5~~0~~, wherein the refractive light display includes a plurality of refractive surfaces, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces.

Claim ⁶²7~~3~~ (new): The gaming device of Claim ⁶¹5~~6~~, wherein the refractive light display includes a plurality of refractive surfaces, and wherein the sub-processor causes the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces.

Claim ⁶⁴7~~4~~ (new): The gaming device of Claim ⁶³5~~7~~, wherein the refractive light display includes a plurality of refractive surfaces, and wherein the processor causes the light source to selectively direct light into the refractive light display to illuminate the refractive surfaces.

Claim ⁷⁰~~75~~ (new): The gaming device of Claim ⁶⁸~~61~~, wherein each of the layers

includes a plurality of refractive surfaces, and wherein the processor causes the light
sources to selectively direct light into the refractive light display to illuminate the
refractive surfaces in the layers.